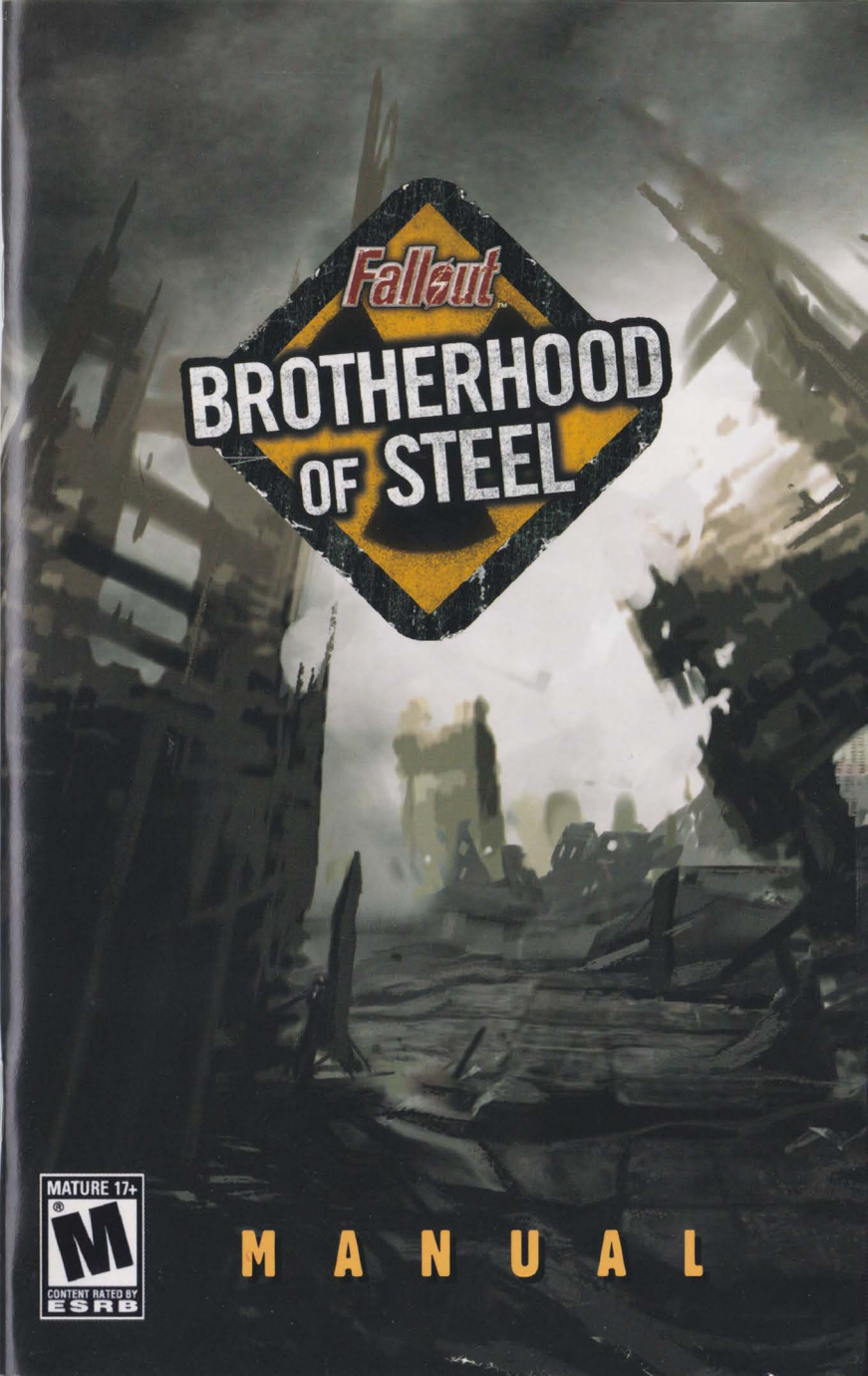

Fallout
BROTHERHOOD OF STEEL
MATURE 17+
M
CONTENT RATED BY
ESRB
MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

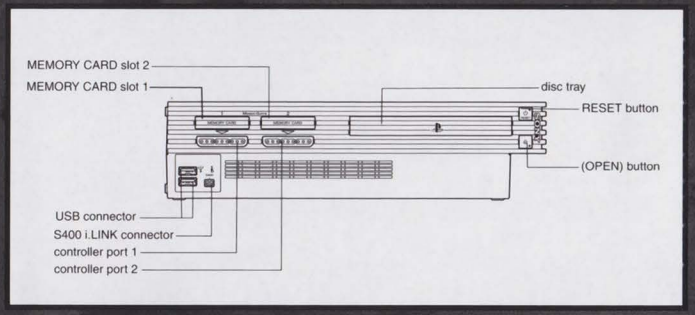
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not end it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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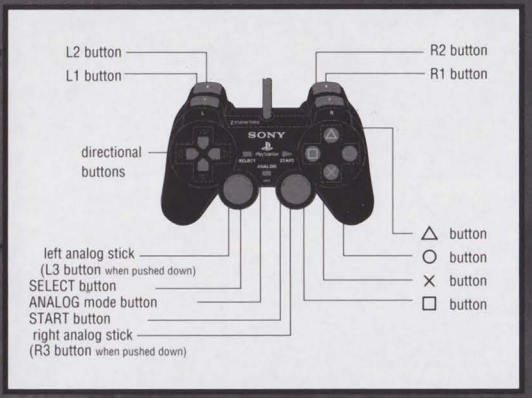
GETTING STARTED



SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM
According to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the FALLOUT™: BROTHERHOOD OF STEEL disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the sofware.

CONTROLLER LAYOUT

DUALSHOCK®2 analog controller



L 1 button
Use Stimpak

L 2 button
Switch Weapons

Directional Buttons
DOWN:
Crouch

LEFT / RIGHT
Change Map Mode

SELECT button
Inventory Screen / Level Up

START button
Pause

LEFT analog stick
Moves character in appropiate direction

R 1 button
Target Mode

R 2 button
Switch Buttons

△ **button**
Jump / Dodge

○ **button**
Special Attack

× **button**
Attack

□ **button**
Use Environment

RIGHT Analog Stick
Rotate Camera

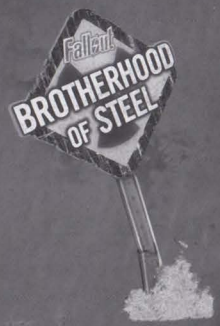
INTRODUCTION

In a future not far removed from our own, a world filled with marvel and wonder is shaken to its very foundations by the greed and destruction of mankind. Atomic war, the once impossible threat, has been unleashed and the face of the world has been scarred forever. Endless deserts and the twisted remains of our past are all that stand in the wake of the bombs. Small pockets of life, still driven by violence, scrape together a new world in the shadow of the old.

Fallout takes place many years after the apocalypse, as humanity still struggles to pick up the pieces. Some groups have barely managed to survive above ground, either scavenging the scorched ruins of megacities or surviving and adapting through mass mutation. Communities that were sealed in underground vaults during the war are now emerging to re-populate the blasted landscape.

Striving to organize and sustain the human race, these tattered remnants of civilization are threatened by psychotic mutants, rogue computers, caravan raiders, and all manner of hostile creatures.

Welcome to the wasteland.



THE HISTORY OF THE FALLOUT WORLD

THE GREAT WAR

The war that devastated the majority of the world population in a global nuclear conflict was primarily a resource war. As fuel reserves dwindled, the major super powers attempted to gain control of them, leading to a course of events that would change the very face of the planet...

In 2025, as the planet's resources dried up, the United Nations fell apart, causing many smaller nations to fall with them as financial havoc swept across the globe. The handful of peace agreements between Europe and the Middle East were cast aside as they fell into a long, drawn-out war over the few remaining productive oil fields.

By late 2035, after the threat of a recently discovered super plague and the destruction of Tel Aviv by a terrorist nuclear weapon, the United States closed its borders. In 2054, the U.S. created "Project Safehouse". Financed by junk bonds, this plan was responsible for creating large underground survival shelters known as Vaults. Unfortunately, the money ran out nine years later and the project was left incomplete, shortly after the Middle Eastern oils fields ran dry and the end of the European War.

In the winter of 2066, China attacked Alaska over the last drops of oil in the world. In a desperate maneuver, both superpowers invaded neighboring countries in an effort to bolster their dwindling resources. The U.S. annexation of Canada was concluded by 2076. Canadian timber provided fuel for U.S. military needs, and Alaska was reclaimed by early 2077.

In the early morning hours of Saturday, October 23, 2077, the sky was filled with nuclear missiles. Because of frequent false alarms, few made it to the Vaults when the final alarm sounded. Most people were trapped outside the closing Vault doors. No one knows who started the war, but after two hours of nuclear devastation, no one cared.

THE VAULTS

Developed by a military contractor called Vault-Tec, the Vaults were underground installations meant to preserve Americans in the event of a nuclear war. At least, that was their official purpose. With a population of almost 400 million by 2027, the U.S. would have needed 400,000 Vaults to safely shield every man, woman and child. In reality, Vault-Tec was commissioned to build only 122 Vaults, in order for the U.S. government to study pre-selected segments of the population to see how they react to the stresses of isolationism.

Like many major military contractors, as Vault-Tec grew in finances and responsibility, it began to develop some highly experimental technologies. In a short amount of time, Vault-Tec had been so thoroughly integrated with top-secret military research it was practically a division of the U.S. government...almost. Unknown to their financial backers, Vault-Tec created their own facilities, independent from the larger Vault network and kept secret from the U.S. government.

These secret, *private* installations were used to research the latest vault mechanisms as well as technologies that would benefit mankind in a post-nuclear environment. And this included extensive research into a substance classified as FEV.

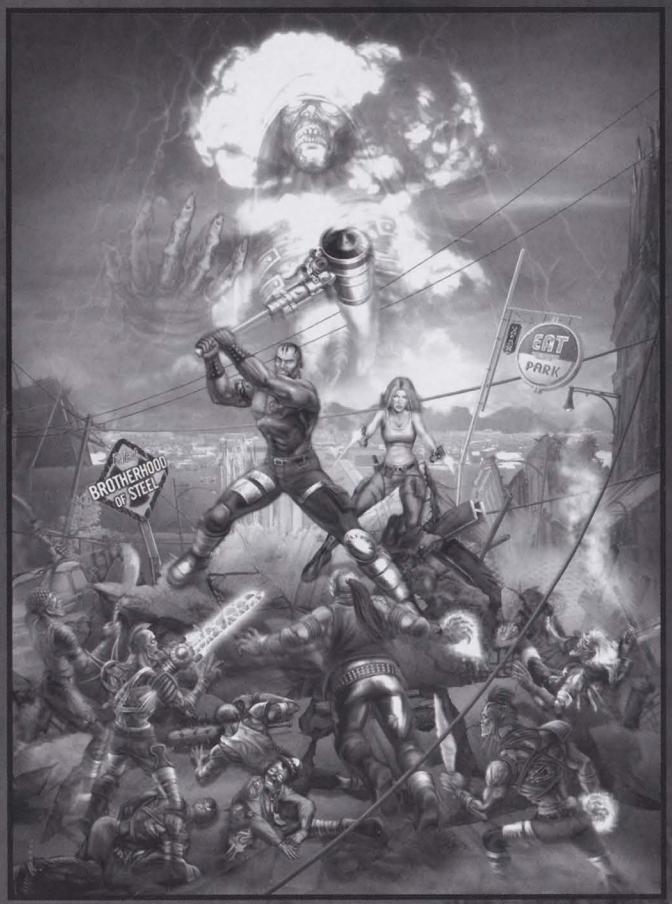
FEV & THE BROTHERHOOD

FEV (Forced Evolutionary Virus) was initially developed in response to the "super plague" that tore through the world population prior to the Great War. Designed to push any biological entity's ability to adapt to harsh circumstances, the substance was found to possess startling abilities as a catalyst.

Early tests created super animals - lab monkeys with greater body mass and higher intelligence. The military immediately saw possible applications and took control of FEV research. Unfortunately, the initial test subjects quickly regressed into a far less intelligent, aggressive state, showing massive deformities and insanity. FEV was labeled "unstable", but some experimentation still continued.

When the bombs dropped, one of the major military FEV research centers was hit, releasing huge quantities of the substance into the air. The mixture of heavy radiation and a sweeping cloud of mutagenic material turned large numbers of humans into Ghouls, and created Radscorpions, Giant Rats, and so on from the animals and plants across the U.S.

But the story of FEV doesn't end there. Even after the war, an isolated group of scientists began experimenting on soldiers with an advanced form of the virus (FEV-2). The results were promising... but the surviving soldiers got wise. They rebelled, killed all of the scientists and locked down the facility. Relocating themselves and some high-tech equipment to a new base of operations, these soldiers took it upon themselves to become the unofficial peacekeeping force of the wasteland... they became the Brotherhood of Steel.



MAIN MENU DESCRIPTION

Pressing the **START** button or the ⊗ button on the controller will allow you to skip the opening movies.

MAIN MENU

The opening menu screen will allow you to choose from the following four options:

Start New Game: Selecting this option will start a game from the beginning. When selected, you will be offered the choice of playing through a quick tutorial, or starting either a single-player or two-player game.

Difficulty

Once you have chosen the number of players, you will be offered a choice of difficulty levels:

- **Pansy**
- **Normal**
- **Wastelander**
- **Apocalyptic**

If this is your first time playing this genre of games you may want to play with the Pansy setting. If you are an old hand at this kind of action, feel free to jump ahead to Wastelander for a challenge. If you have already played through the game at least once, you may wish to try out Apocalyptic. Looking to be humiliated? Then we suggest selecting this option. Sure, you probably won't last more than five minutes, but for those five minutes...oh, the stuff of Legend!

Character Selection

After selecting the difficulty level, you (and of course the second player if you are playing with someone else) will be shown the Character Selection Screen. Use the directional buttons or left analog stick to choose from the three characters: Cyrus, Nadia and Cain. A small icon will appear above each character as you cycle through the choices.

Load Saved Game: Selecting this option will allow you to load a previously saved Fallout: Brotherhood of Steel game from your memory card (8mb) (for PlayStation®2).

Options: Select this option if you want to customize your controller's configuration, adjust sound options, and other game options.

Bonus: This will allow you to access items such as the game introduction, credits and bonus movies.

Press the ⊗ button to select an option, and the ○ button to go back or cancel a selection.

OPTIONS MENU

Move up and down the Options menu by pressing **up** and **down** on the directional buttons.

SFX

When highlighted, you can press **left** and **right** on the directional buttons to adjust the volume of the sound effects in the game.

Music

When highlighted, you can press **left** and **right** on the directional buttons to adjust the music volume in the game.

Damage Text

When this is on, you will see the amount of damage inflicted by numbers above the target.

Damage Bar

When this is on, you will see a health bar, similar to your own, above the head of every creature on the screen. Damage Bar defaults to on.

Friendly Fire

Use this to toggle **on** or **off** the ability to inflict damage upon your partner when playing a two-player game.

Vibration

This allows you to toggle **on** or **off** the vibration in your controller whilst playing.

LOADING AND SAVING

To save your progress in the game, you will need to find one of the Save Game Consoles that are scattered throughout the levels. These are indicated within the game by green columns with a rotating interface:



When you reach one of these points, you can save your game by pressing the action button (□ by default).

THE INITIATES

To enter the world of Fallout: Brotherhood of Steel, you will first need to choose which character you wish to play. You will be able to choose from three characters: Cyrus, Nadia or Cain, all with their own unique skills, benefits and drawbacks:

CYRUS



CHARACTER BACKGROUND

Cyrus grew up in a small, semi-tribal farming community, weathering the usual wasteland hazards of raiders, radscorpions, and the like. It was finally devastated by the mutant army when Cyrus was just a boy, who wandered, like many of the adrift-in-the-wilderness youths, here and there, hearing stories about the defeat of the mutant army and the forces that opposed them. Eventually finding his way to the doors of the Brotherhood of Steel, Cyrus requested a place within their order, and has been sent out on an Initiation to test his resolve, his determination, and his value as one of their own.

CHARACTER TRAITS

As the largest and strongest of the three, Cyrus is able to wield some of the game's biggest and heaviest weapons. Not as light on his feet as the other two, Cyrus makes up for lack of quick movement with increased vigor and strength.

NADIA



CHARACTER BACKGROUND

Left without parents at an early age, Nadia grew up rough on the dusty streets of one of the urban settlements that litter the wasteland, with few friends and fewer comforts. Life revolved around foraging for food, stealing money, and avoiding the attentions of the thugs that ran the town. Then one day, a troop of Brotherhood soldiers passed through the town. After searching it for salvageable technology, they cleaned out the trash and scum that had been running the place and fed the hungry. And then as quickly as they had arrived, they left. Nadia, seeing the chance for a better life, followed and now they have given her a challenge, an Initiation to determine whether or not she shall join their ranks.

CHARACTER TRAITS

The quickest of the three, Nadia is nimble on her feet and has the ability to wield dual weapons, allowing her to make up for her lack of strength.

CAIN



CHARACTER BACKGROUND

As a mercenary, Cain is a ghoul through and through. Stooped, skeletal and bony, Cain is a real badass, the kind of guy that upon finding your burning body would roast desert rat over you rather than put you out. When his home was razed to the ground by the mutants, Cain took it personally. In an attempt to seek vengeance upon the mutants, he sought out the Brotherhood of Steel and demanded entry. As a somewhat isolationist and anti-mutant order, the Brotherhood was reluctant to grant him admission, but Cain's perseverance was fueled with a grim determination. He was finally given a test of Initiation, a suicide mission that should he survive would allow him to become one of the first ghouls ever to join the ranks of the Brotherhood.

CHARACTER TRAITS

With less strength than Cyrus and less speed than Nadia, Cain's ability to withstand the effects of radiation is what truly sets him apart. Once he has gained the Rad-Child skill, he will actually heal himself when coming in contact with Radioactive Substances.

CONTROLLING YOUR CHARACTER

Once in the game world, you'll need to know the basics of moving around, jumping, using objects and attacking. The following is a list of all the actions you can perform using the default controller setting:

Moving Around: To move around, use the **left analog stick** and move it in the direction you want your character to walk or run.

Attacking: To attack, press the ⊗ button to use the currently assigned weapon (if no weapon has been assigned, pressing this button will cause your character to lash out with their bare fists).

Special Attacks: During the game your character has the option of developing special attack abilities. These allow you to "charge up" certain energy weapon attacks, as well as powerful melee swing attacks. To use these, hold down the ○ button and a colored indicator in the information bar at the top left of the screen will fill up. When this reaches its limit, releasing the ○ button will activate the attack.

Targeting: When holding a ranged weapon, such as a pistol or rifle, **holding down** the **R1** button will allow you to lock on to a target provided you are within range and are in a direct line-of-sight. A targeted opponent will become outlined in red (blue if you are player two and purple if both players are targeting the same opponent). Remember that this does not guarantee a clean hit, since your character's level of skill will determine the effectiveness of such a system.

Jumping: As you progress through the game, your character may need to jump over certain obstacles in their path. To do this, press the △ button.

Dodging: As well as jumping, your character can also dodge out of the way of attacks by pressing the △ button while the **R1** button is held down, and moving the left thumbstick. Depending on the direction pushed, this will either cause your character to dodge forwards, backwards or to either side.

Action: The □ button allows you to perform almost any other action other than jumping or attacking. Use this button to speak to people in the game, open doors and containers, press switches, pick up items or save your game at a console.

Crouching: **Pressing down** on the **directional pad** will toggle your character's ability to crouch, allowing them to duck beneath certain enemy attacks and take cover behind objects. When crouched, the character will only be able to move around at a crawling pace. Note: some weapons will prevent you from moving while crouched.

Switching Weapons: Use the **R2** and **L2** buttons to quickly cycle through your currently selected weapons. Note: You must have these weapons equipped in your inventory before you can cycle through them. You can have up to three weapons equipped at any given time.

Restoring Health: Pressing the **L1** buttton will prompt your character to use one of the stimpaks from their inventory, restoring your health meter.

Auto-Map: Pressing the **left** and **right** buttons on the directional pad will cause a map of your surroundings to appear overlaid on the screen, with your character's position shown by a yellow arrow. Pressing the buttons again will cause the map to shrink and move to the upper right corner of the screen. To remove the map completely from the screen, press the buttons again.

Rotate: To rotate the game camera - to provide a better view of the local area, or to look at something from a different angle - **rotate the right analog stick** until the camera view is at the angle you want.

Breaking Items: As you travel through the game, you will encounter many objects that can be broken open by attacking them (using the ⊗ button). Some of these objects may be blocking progress, and need to be broken so that you can continue; others might just be giving you bad vibes. Either way, it's smashing time! Be careful however, some might contain surprises, and be extra cautious around red barrels. Some of those are known to explode when struck.

In Game Pause Menu: You can access an options menu within the game itself by pressing the **START** button. The game is paused while this screen is displayed. The following options are now available:

Return to Game:
When this option is selected, it will return you to the game.

Load Game
This will allow you to abort the current game and load a previously saved Fallout: Brotherhood of Steel game.

Options
When this option is selected, it displays the Options Menu. This allows you to adjust the brightness, music volume, sound effects volume, controller configuration, controller vibration, toggle stereo sound, toggle friendly fire, toggle dialog and subtitles, and toggle the in-game text .

Exit to Menu
This option takes you back to the start of the Fallout: Brotherhood of Steel main menu, allowing you to start a brand new game or load a previous save game.

Inventory / Character Information Screen: Pressing the **SELECT** button will pause the game and display information on your character, as well as allowing you to choose your weapons and armor, as well as apply skill points. See the Inventory / Character Information Screen on page 19.

MAIN GAME SCREEN



In the upper left corner of the main game screen you will see your character's Information Panel. This provides the following information about your character:

Hit Points Bar: Hit points are a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, they are dead. Hit points for your character are represented by the red bar in the upper left corner of the main game screen.

Hit points can be healed via Stimpaks, but they will also regenerate over time.

Experience Bar: The green bar represents how many experience points you need to reach the next level of experience. This bar will fill up as you battle your way though the game, until it is filled completely, at which point a message will be displayed to Level Up. Press the **SELECT** button when you see this message.

Ammo Counter: The numbers here represent the total amount of ammunition you have left for the currently equipped weapon your character is holding, should it be a weapon that requires ammo to be used.

Special Attack Meter: When you charge up a special attack move (**hold down** the ◎ **button**), a colored meter will begin to rise in the ammo counter window. To activate the special attack properly, wait until the meter has filled the window, then release the ◎ button. Letting go of the button before the meter has filled will not activate the special attack. Note: This only works if you have 2nd level of special attacks.

Quick Weapons: Whenever you cycle through your currently equipped weapons, their icons will appear in the bottom left of the screen, along with the name of the weapon, the amount of damage it inflicts and its current ammo count (if applicable).

Automap: The automap can be expanded to fill the main game screen (although appearing transparent so as not to impede your view of the action), shrunk to just the top right corner or turned off completely. This is done by using the Left and Right directional buttons to toggle the three map states.

INFORMATION ICONS

As well as the Information Panel, there are also a number of additional icons that will appear beneath it as you play through the game:



Ammo Count Low: This icon will appear as your ammo supply nears exhaustion. When you are completely out of ammo, it will turn red and remain on screen until you either find more or switch to a different weapon.



Stimpak Use: This icon will appear as you use a Stimpak to heal your character (**by pressing the L1 button**). It will also show you how many Stimpaks you have left in your inventory.



Player Alert: This icon will appear whenever you receive new Quest information, or the player character is able to Level Up. Pressing the **SELECT** button when this icon is displayed will take you automatically to the relevant screen.

Looting: To collect the caps left behind by fallen enemies or broken objects, **walk over** the caps where they lay on the ground, and your character will automatically pick them up.

To pick up weapons, armor or open a container, you will need to press the □ button.

INVENTORY / CHARACTER INFORMATION SCREEN



When you press the **SELECT** button while playing, you will be taken to the Inventory and Character Information Screen. Using the left and right directional buttons, or the left analog stick, you can cycle through the following information:

Weapons

Selecting this displays the current weapons held in your character's inventory. You can equip three different weapons from this screen for your character to use, with the different selections highlighted as Green, Light Blue and Dark Blue to indicate Primary, Secondary and Tertiary weapons. The player can then cycle through these selected weapons back in the game by using the **L2** and **R2** buttons. Items that cannot be used by your character are highlight in Red. Details for each weapon are included in their own individual box, including the name of the weapon, a small icon of the weapon, its value, the amount of damage it does, and the ammunition required to use it (if applicable).

To equip a new weapon or unequip an old one, press the ✖ button while the weapon is selected.

To drop a weapon, press the □ button while the weapon is selected.

When you equip or unequip a new weapon, the change will be reflected in the model of your character shown on the right side of the screen.

Armor
Similar to the layout of the weapons screen, this displays the armor your character currently holds in their inventory, with selected armor highlighted in Green. Characters are allowed to wear helmets, chest armor/vests, arm armor/gloves and leg armor/boots.

Equipping, unequipping, and dropping armor is performed exactly the same as it is on the weapons screen.

Items
This screen lists all the items your character is carrying. Usable items such as Stimpaks can be used on this screen by selecting them and pressing the ⊗ button. The player can also use these in the game by pressing the **L1** button. Red items can't be used.

Skills
This screen displays the skills that the character can be given to increase or improve certain abilities. Each skill contains "slots" that can be filled by using the points given to you by reaching new experience levels. When enough points are available, you can add them to the skill of your choice by highlighting your selection and pressing the ⊗ button. For an explanation of each skill and their use in the game, see "Character Skills" on page 21.

Character
This screen displays the following information about your character:

Experience: This is the total number of experience points your character has. Your character gains experience points both by completing quests and killing enemy forces.

Next Level: This number represents the number of experience points your character needs to reach the next level of experience. Every time you gain a level, you gain more health and more points to spend on skills.

Skill Points: The number of available skill points your character has that can be assigned to the various skills listed in the skills screen.

Health: Health or hit points (hp) is a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, they hit the dust. Hit points are represented by the red bar on the on the upper left corner of the main game screen (see Main Game Screen, p.16)

Hit points can be healed by the use of Stimpaks, but they will also regenerate slowly over time.

Armor: Armor represents a character's Armor Class, a measure of how difficult it is to hit and damage a character in combat. The higher this score, the better.

Caps: This shows the total amount of bottle caps—the currency of the wasteland—collected by the player so far.

Quests
This screen displays any current quests given to the player by other characters, or story quests that need to be completed.

CHARACTER SKILLS

Skills are special abilities your character can learn, such as new attack types, additional hit points, and so on, that allow you to customize your character as you journey through the game. Every time you gain a level of experience, you gain a number of points equal to your level that you can spend to gain a new skill, or improve an existing one. You gain more points as you complete more levels . Some skills cost more points than others to learn or improve, so you may need to save your points from level to level to get some of the more expensive skills earlier on.

Many skills will improve your characters chances of performing a "critical hit". Essentially, a critical hit will double the amount of damage inflicted upon the target, increasing your chances of killing with fewer blows (or just a single strike when fighting weaker opponents).

Skills work on a rank system, and many skills have multiple ranks. The more points you apply to a skill, the more powerful that skill becomes. Presented here is a list of the skills the characters may choose from over the course of the game:

Base Skills
The following base skills can be learned by all three of the character's:

Slayer: Learning this skill will increase your character's chance of causing critical damage when attacking a target. To further increase your chances, level the skill up to become a walking engine of destruction.

Die Hard: Enthusiasm is all well and good, but you're really going to need stamina to see things through to the bitter end. Learn this skill and you'll increase your hit points. Level the skill up and increase it even further.

Artful Dodger: Everyone needs a little better protection in these turbulent times. Learn this skill and your armor level will increase, allowing you to shrug off minor cuts and scratches. Level the skill up to further increase the resilience of your armor and you can go play with the radscorpions.

Bargaining Power: You may not have been born with a silver tongue, but this skill will grant you the mouth of a used-car salesman. Level the skill up and watch those bartering prices drop.

Fortune Finder: This skill allows your character to improve their chances of finding valuable items and merchandise as they loot the wasteland. Level the skill up to increase the value of the items found.

Cat-Like: Learn this skill to improve both your melee and dodging speed. Leveling this up will change you from a lumbering oaf to a spry, coil-spring of death!

Eagle-Eye: This skill will allow you to increase the effective range of your targeting, allowing you to lock on to enemy targets farther away than normal. Level this skill up to further increase your deadly range.

First Aid: With this skill under your belt all health items used in the game will become more effective, providing you with larger restorations of health than normal. Level this skill up to further increase its potency.

Melee Skill: Learn this skill to improve the effectiveness of your melee attacks, such as knifes, bats and hammers. Level this skill up to become truly terrifying in the art of bludgeoning.

Guns Skill: When using ranged weapons, this skill will allow your damage level to increase, causing more fatalities and casualties. Level this skill up to further improve your deadliness.

Explosives Skill: When using explosive weapons, this skill will allow the level of destruction to increase, causing more fatalities and damage. Level this skill up to improve effectiveness.

Special Attack: This is a special skill that will allow your melee combination attacks to inflict more damage with each successive strike. By activating the first level, you will add a third attack to your standard melee swing. Activating the second level will allow you to perform a special attack with the ◎ button.

Explosive Traps: With this skill you'll be able to plant any explosive devices you have as mines, "Potentially allowing you to fill a room with fiery death." Just remember where you put them!

Energy Charge: This skill will allow your character to "charge up" any equipped energy weapon by using the "special attack" button, unleashing a far more destructive attack than normal.

CYRUS SPECIFIC SKILLS

Man's Best Friend: Learn this skill and you'll acquire a canine companion to aid you in your battles as you journey.

Berserker: Should your health drop below 20%; this skill will allow you to attack with a higher level of damage. Level up to further increase the percentage of damage.

Heavy Hitter: Learning this skill, your chance of causing a critical hit when using blunt weapons will increase. Level this skill up to improve your chances.

Wastelander: When using homemade weapons, your chance of causing a critical hit will increase when using this skill. Level up to improve your chances.

NADIA SPECIFIC SKILLS

Man's Best Friend: Learn this skill and you'll acquire a canine companion to aid you in your battles as you journey.

Sadist: Learn this skill and every time you kill a creature, you'll receive a few health points. Level this skill up to receive even more health points.

Desert Soldier: When using conventional weapons, your chance of causing a critical hit will increase when using this skill. Level up to further improve your chances.

Future Woman: Learning this skill will increase your chances of causing critical hits when using energy weapons. Level this skill up to improve your chances.

CAIN SPECIFIC SKILLS

Rad Child: Instead of taking damage, you'll actually restore your health when exposed to radioactive substances after learning this skill.

Sadist: Learn this skill and every time you kill a creature, you'll receive a few health points. Level this skill up to receive even more health points.

Pyromaniac: Learning this skill will increase your chances of causing critical hits when using flame weapons. Level this skill up to further improve your chances.

Butcher: Learning this skill will increase your chances of causing critical hits when using blade weapons, Level this skill up to improve your chances.

COMBAT

To attack, you must choose a weapon (press **SELECT** to enter the Weapon Inventory Screen) to arm your character. Without a weapon equipped, your character will be forced to square off against the wilds of the wasteland with nothing more than their fists (of course, if you are looking for a quick and painful death then we highly recommend this option).

Pressing the ⊗ button will allow you to attack in whatever direction your character is facing. **Holding down** the **R1** button will allow your character to target an opponent (indicated by a red outline) and stay locked to them even while you move around. Depending on the type of weapon you are holding, there are a number of possible attack combinations that can occur. Every weapon in the game falls into one of three following categories:

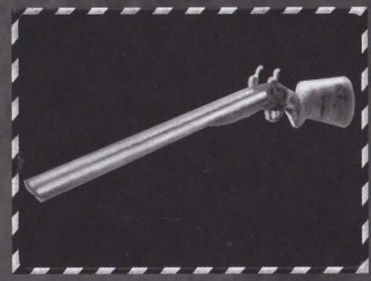
GUNS

Guns mean ranged combat, which allows the player to hold back from enemy targets at a distance, firing off rounds from a relatively safe position. Of course, if the other party is also armed with guns, then you're going to have to find some kind of cover while you're shooting.

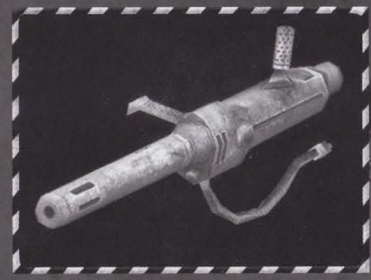
Player characters (and enemies, for that matter) can use two basic forms of cover for ranged combat - crouching behind low obstacles and hiding behind walls and corners. Both can be very effective in a firefight, depending upon the situation. However, staying behind cover indefinitely won't get rid of whoever is shooting at you, so the player will have to pop out every so often to return fire (and enemies will do the same).

In target mode (with the **R1** button held down) your character will face and attack a single target. Without targeting, your character will face in whatever direction they are moving.

Here are a few of the ranged weapons you'll encounter:



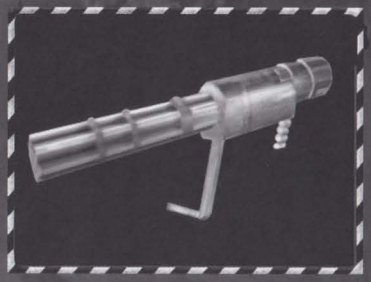
Double Barrel Shotgun: Your average full-stock double barrel shotgun, meant for hunting small game. In the wasteland, however, even the bugs don't qualify as small game. Still, the weapon sprays pellets for decent damage.



Flamethrower: A very dangerous firearm that fires a continuous stream of flaming fuel at the target. The good thing about a torrent of fire is that it can seep underneath all but the most airtight armor.



9mm SMG: This weapon's accuracy is pretty poor. But the design is such that it makes up for the low quality of shots by the amount of bullets pouring out of the muzzle.

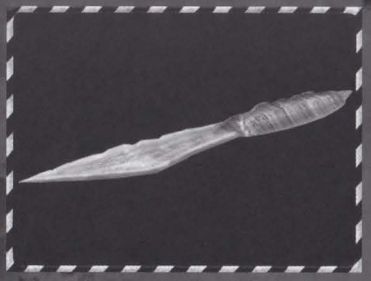


Avenger Light Mini-Gun: If a garden hose could be made to spray a continuous stream of ammunition instead of water, the effect would be similar to the Avenger when fired. This weapon has an incredible rate of fire, though when held in the hand, its got lousy accuracy.

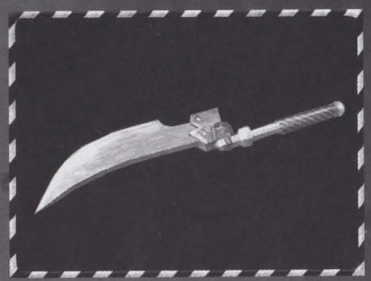
MELEE

In many situations, gunplay won't see you through alone—at some point you'll have to go press flesh with the bad guys at close range. Close-range or melee combat involves attacks that you can use to set up combination attacks, which are simply a matter of hitting a target multiple times in sequence with a melee weapon. These can be developed to perform a variety of more effective and visually spectacular moves as the game progresses

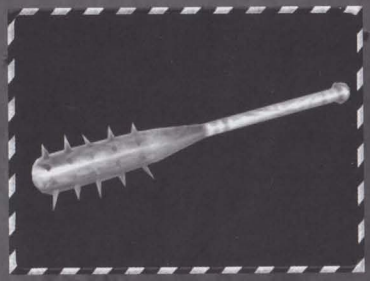
Here are a few of the melee weapons you'll encounter:



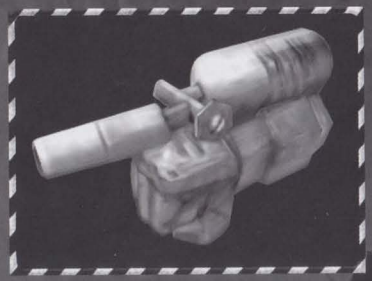
Shiv: A home-made knife made out of sharpened metal scraps and wrapped with tape to create a handle. Cheap, basic, but better than nothing.



Cleaver: Guaranteed to put the fear of God into you opponent, the cleaver is one of the most effective communication devices in the wasteland. Well, would you argue with someone wielding this?



Spiked Baseball Bat: Take a standard wooden baseball bat and everyday, run-of-the-mill industrial nails. Mix thoroughly and enjoy.



Burning Gloves: The burning glove is a heavily insulated gauntlet coated with a steady stream of slow burning jelly. If you're not wearing it, stand well back.

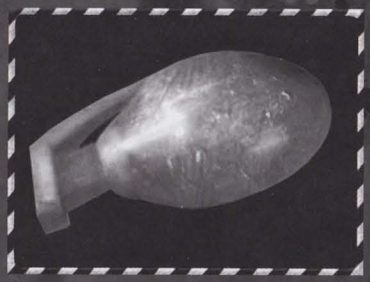
EXPLOSIVES

As well as Guns and Melee, you are also able to use Explosives, which are essentially ranged weapons but with some amusing benefits. Players can use explosives in one of two methods:

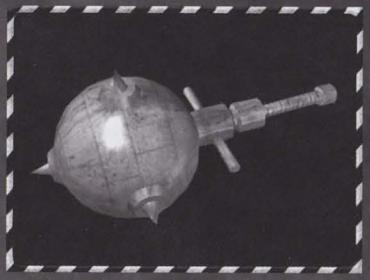
Mines: When an explosive is equipped, you can set the explosive on the ground, creating a mine - provided you have acquired the "Explosive Trap" skill.

Throwing: You can also throw explosives by holding down the attack button, which will cause an indicator on the ground to move out from your character in the direction the explosive will be thrown. The longer you hold down the attack button, the further your character will throw the explosive. Using this method, you can throw explosives over objects that block your path, around corners or into doorways.

Here are a few of the explosives weapons you'll encounter:



Fragmentation Grenade: Standard military issue explosive. Upon detonation, the frag grenade throws out fragments of metal (hence the name), doing a good bit of damage to anyone unfortunate enough to be standing nearby.



Toxic Grenade: Toxic Grenades don't do much damage when they detonate—the lethal fumes that pour out of these devices will continually harm anything that doesn't have some heavy resistance to toxins.

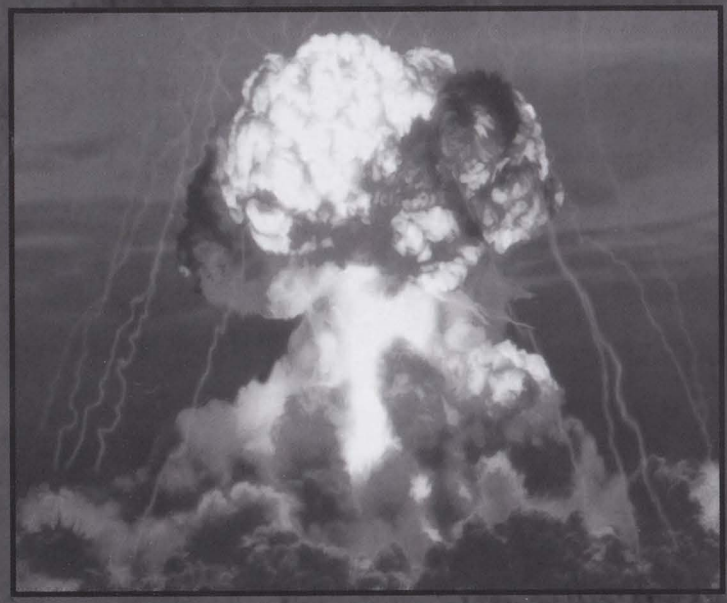


Incendiary Grenade: Similar to frag grenades, incendiary grenades create a small explosion when they detonate. The contents of these grenades, however, are more similar to fuel tanks, hurling bits of fiery stuff in all directions.



Home Made Bomb: Made from volatile kitchen chemicals, rudimentary wiring, and an unreliable fuse. Handle carefully.

Remember, Duck and Cover.



TRADING SUPPLIES



While playing the game, you'll encounter characters that you can trade weapons and items with. To start trading, simply speak to them by pressing the □ button. Choose the Trading dialog option and you will be offered the following options:

Buy

Selecting this option will show you the goods available to buy; Weapons, Armor and Items. Use the **left** and **right** directional buttons or the left analog stick to cycle through the different types of merchandise, and then **up** and **down** to scroll through the available selections. Each item lists its name, cost in Caps (the currency of the Wasteland) and its effectiveness (damage or armor). Press the ⊗ button while highlighting an item to buy it. If you do not have enough caps (shown at the top of the screen) you will need to continue playing and find more or sell some of the items from your inventory.

Sell

By selecting this option, you will be able to view all of the weapons, armor and items you currently hold in your inventory. To sell one of these, highlight it and press the ⊗ button. It will be removed from your inventory and you will receive its cost in caps, shown at the top of the screen.

FRIENDS AND FOES

As you journey throughout the wastelands, you'll meet many different characters, some friendly, some not, as well as a whole bunch of critters. Here are just a few:

CHARACTERS

The majority of people you'll encounter in the wasteland are folks just trying to survive any way they can... farmers, bandits, whores, shopkeepers, guns-for-hire, caravan drivers, junkies, etc.

Ruby



Ruby is the town prostitute and as such a very good source of information, as well as various itching rashes if you aren't careful. Hot, trashy, maybe with a heart of gold, and dressed in clothes that look like they might have been torn off her on several occasions, Ruby views her role like any dedicated professional modern working woman, she just also happens to *really* like her job as well. A lot.

Armpit



The bartender of Carbon's only standing bar, his real name is Arnold, but somehow this became Armpit and the name stuck—the worst part is that he's proud of it. Armpit is a slovenly opportunist who's right at home in the post-apocalyptic world. Filthy, obese, and dressed in shoddy clothing, it almost seems like he enjoys lawlessness and chaos a little too much.

Mayor Richard



As the town mayor, Richard isn't entirely a bad man, just a regular guy beaten down by the times and desperate to maintain his small realm any way he can. Carbon may not be all that exciting to look at (or live in) but it is his town, and he'll do anything to keep it that way.

Vidya



Vidya is the closest thing to a good and decent person you'll find in the town of Carbon. She adopted the role of a post-apocalyptic relief worker, using scant resources to help the townspeople in any way she can, regardless of whether or not they are grateful for her attentions.

Jesse



Jesse's an honest, down-to-earth fellow who's fed up with raiders, with ghouls, with radiation, with, well, just about everything. A small-town trader who operates out of a an old ice-cream truck hitched to a pair of Brahmin, who has little love for the various criminals that crawl across the wastelands but is more than willing to help you out, even lowering his down-to-earth prices.

FACTIONS

Raiders



Mercenaries, thugs, guns-for-hire, the Raiders are just everyday folk that took a look at the world around them and thought that it could do with some additional hardship. Thanks guys. As their name suggests, Raiders move across the wasteland till they find a nice little remnant of civilization and then move in and strip the town of anything that isn't bolted down. And then un-bolt the stuff that is. Since most raiders rank just below a fried egg on the intelligence scale, they tend to act as muscle for someone else, usually someone with bad things on their mind.

Ghouls



Ghouls are the unfortunate, zombie-like descendants of the few people who survived the nuclear war above ground. They're the same size and build as normal humans, but rotting and diseased. They often wear rags and bits of armor—more to keep their bodies from falling apart than out of any kind of modesty. An age of evolution under harsh conditions has made ghouls pretty resilient, especially to radiation. With little more than a smile and a shrug, they can withstand massive doses of toxic substances that would be enough to melt the skin off an iron rhinoceros.

Mutants



While Ghouls are the product of evolutionary transformation, mutants are man-made. Big, massively muscled, and savage, they are far stronger than any human and are able to handle heavy weapons with ease. Originally created by some "brilliant" scientists, who thought it would be a neat idea to dip ordinary folks into a toxic goo swimming with a "Forced Evolutionary Virus", the mutant menace has since caused the wasteland more than its fair share of problems. The process of creating mutants also seems to have some kind of random factor - as some mutants are highly intelligent, while others are as dumb as a post.



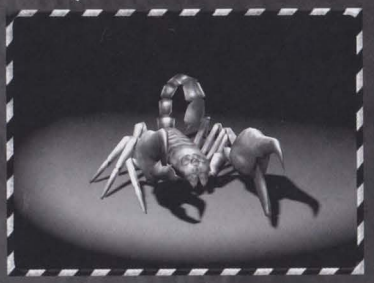
CRITTERS

Brahmin



Brahmin, the standard livestock for the wasteland farming communities, are two-headed cows that do little more than wander around, digest the tattered weeds that sprout in the dusty earth of the wasteland and fertilize. They also make excellent target practice, unless of course the farmer is around.

Radscorpions



In classic 50's monster movie fashion, radscorpions are normal scorpions made ferocious and one hundred times larger through...radiation! They can attack with their claws, but will also lash out with their poisonous stingers at close range. Fortunately, radscorpions are nocturnal in nature, favoring the dark recesses of caves and ravines during the harsh daylight.

Deathclaws



Deathclaws are just about the nastiest creature that you might have the misfortune to run across in the wasteland. They're fast, they have tough hides, stand nearly triple the height of an average human and brandish claws than can punch through most armor like a power drill going through wet cardboard.

TUTORIAL

When you first start Fallout: Brotherhood of Steel, you will be given the option to play through a brief tutorial. While you do not have to do this to play the game, we recommend trying it since it can provide some. helpful information.

Some additional hints that could prove useful as you start your adventure in Fallout: Brotherhood of Steel:

1. **Catch your breath.** Remember that your health will replenish itself if you give it a chance. If you are low on Stimpaks and need to crash a party of Raiders, hang back for moment and rest up.

2. **See it? Smash it.** Boxes, containers, cupboards and crates can all contain something, be it nice or nasty.

3. **Red means Dead**. Scattered around the wasteland are red barrels filled with explosive, so make sure you don't smash these open up close-though of course shooting them while someone unpleasant stands nearby always guarantees a smile.

4. **Don't forget the camera.** Remember that you can always control the camera via the right thumbstick, allowing you to look into corners or alleys that might otherwise remain blocked to your line of sight.

5. **Save, save and save again.** If you find a save game console, use it. Don't come crying to us because you ignored one and now have to replay the last fifteen minutes again. Life is a harsh, unforgiving wasteland. Get used to it.

6. **Explore.** You never know what you're going to find, so try to explore everything. You might find something useful for later, or just a rad scorpion with "personal space" issues.

7. **Chit the Chat.** Remember to talk to as many people as you can. As well as learning about the world you're in, you might also find some side-quests with valuable rewards.

8. **Stay Healthy.** Collect as many Stimpaks as you can carry. When you're staring down the muzzle of a drug-crazed, zealous ghoul you'll thank us.

9. **Carry a big stick.** Make sure you keep a melee weapon in your inventory at all times. It's good to have plenty of ammo, too, but you never know when you'll run out of bullets.

Good luck.... you're gonna need it!

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Cam Clarke - Vault Man, Patrol/Plasma/Kamikaze Robot

Grey Delisle - Wasteland Doctor (Vidya), Vault Elder's Daughter (Mary), Nadia

Brian George - Ghoul Merchant (Hieronymous), Chief Scientist (DuBois), Tesla/Service Robot

Kristakis Gepetto - Tutorial Computer

Nick Jamison - Ghoul Engineer (Giese), Rader Thug/Drunk, Turret/Sentry Robot

Tony Jay - Narrator, Mutant General (Attis), Mutant Blob

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Vanessa Marshall - Wasteland Prostitute (Ruby), Rader Matron (Jane)

Alan Oppenheimer - Harold, Cult Ghoul Thug/Soldier/Kamikaze, Wasteland Trader (Jesse)

Kevin Michael Richardson - Ghoul High Priest (Blake), Cyrus, Mutant Grunt / Soldier

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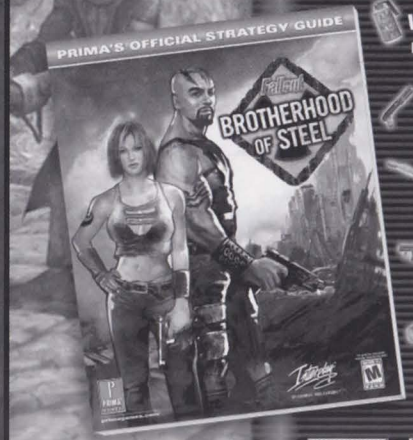
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